



BENEATH APPLE MANOR™

ATARI VERSION

By Don Worth

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THE GAME

BENEATH APPLE MANOR is a solitaire role playing simulation game, loosely based on several popular fantasy games such as Dungeons and Dragons or Tunnels and Trolls. You play the role of an adventurer, exploring an underground maze of corridors, rooms, secret passages and the like, killing dangerous monsters and finding rich and powerful treasures. The dungeon complex consists of many floors or levels, each more dangerous than the last, but as you gain experience from vanquishing Green Slimes, Ghosts, and other fearsome creatures, your capabilities will rise to meet each new challenge. Finally, in a dragon horde many levels below Apple Manor you may even find the ultimate object of your quest, the fabled golden apple.

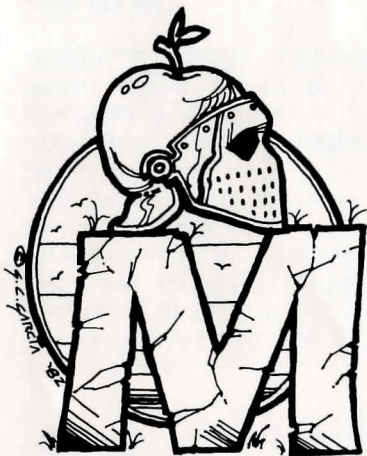
BENEATH APPLE MANOR was originally released in November 1978, making it one the very first fantasy games for personal computers. It has continued to be very popular, and now Atari owners can join in the adventure. The colorful graphics and superior sound of the Atari personal computer make BENEATH APPLE MANOR even more exciting then ever. Although the game is easy to learn to play by a beginner, the strategies developed by experienced players are many and complex. A special section devoted to strategies is provided later in this manual.

BENEATH APPLE MANOR - SPECIAL EDITION is available only on diskette and requires an Atari Personal Computer (400, 800, or 1200) with at least 32K of user memory,

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THE STORY OF APPLE MANOR

any years ago the last known descendant of the Apple family disappeared without a trace, leaving the ancestral manor house deserted atop windswept Apple Peak. For three centuries the Apples had subjected the surrounding countryside to a reign of terror, sending out legions of hellish monsters at night to murder and pillage. Countless wealth disappeared, to be hidden somewhere within the manor. It is rumored that the seat of the family's power rested within a magical focus, shaped like a golden apple. Many have sought this prize but few have survived and it remains only a legend.

You are a young adventurer, trained in arms, seeking a good fight to hone your skills. You have heard tales of Apple Manor and have decided to quest for its hidden treasures. Having learned a few spells from a mage you once befriended, you consider yourself better qualified than most to undertake such a perilous endeavor. Arriving at the manor you are disappointed to find the house itself to be gutted by fire. Upon further inspection, however, you locate a stone staircase leading down into the subterranean labyrinth, BENEATH APPLE MANOR.

GETTING STARTED

This package consists of a diskette and a manual. The diskette does not have a write protect sticker because the status of the game must be periodically written to the diskette. Do **not** add a write protect sticker!

CAUTION: The BENEATH APPLE MANOR diskette cannot be copied and attempting to write to the diskette will destroy the program. BENEATH APPLE MANOR is provided on a high quality diskette that should give you trouble free usage for many years. If the diskette should fail, it will be replaced promptly by Quality Software. Simply return it to Quality Software, 6660 Reseda Blvd., Suite 105, Reseda, CA 91355. If you have owned the diskette for less than 90 days, include your receipt and there will be no charge for replacement (only those outside the continental United States need pay shipping). If you have owned the diskette for more than 90 days, there is a nominal charge of \$5.00 plus shipping. Shipping charges for replacing an out of warranty diskette are the same as those for a back up copy and may be found on the back up copy order form at the end of this documentation. California residents must add sales tax.

Owners of BENEATH APPLE MANOR who feel they need an immediate back up copy may purchase one for \$5.00 plus shipping. Simply fill out and send in the coupon at the end of this manual along with payment directly to Quality Software. Only one back up copy may be ordered by each owner, and phone orders are not accepted.

To start the game, turn on disk drive number one, insert the BENEATH APPLE MANOR diskette in that drive, and then turn on the computer. In a few moments you will see the title screen, music will play, and the message PRESS SPACE BAR TO START will appear at the bottom of the screen.

GAME INITIALIZATION

When you first load BENEATH APPLE MANOR you will be asked a number of questions which allow you to specify the parameters for the game. They are:

RESTORE PREVIOUS GAME?

If this is the first time you have played BENEATH APPLE MANOR, you should reply NO to this question. If you have played previously and have stored the status of your game on the game diskette, reply YES to restore the game to the point at which you left it (or at least since it was saved). In this case, you will be asked to specify the game number you chose when saving the game. The desired game status will be read in and dungeon construction will begin.

STANDARD GAME?

If you are starting a new game (not restoring an old one) you will be asked if you want a standard game. If so, answer YES and you will be playing using the standard options: five rooms per level, color graphics, and difficulty level 5. Those playing for the very first time may want to change the difficulty level from the normal value of 5 to a lesser value. If you want to change one of these options, reply NO to the above question.

NUMBER OF ROOMS?

The recommended number of rooms per dungeon level is five. This will usually produce a game lasting about two hours. More rooms per level lengthen the game, fewer rooms shorten it. If you ask for more than five rooms, color graphics is not possible and text graphics will be used. The color characters are too large to allow more than five rooms on the screen at one time.

COLOR OR TEXT GRAPHICS?

If you specify five or fewer rooms per level you will have the option to use color graphics or monochrome text graphics. If you want to try more than five rooms you will not see this question and text graphics will be used.

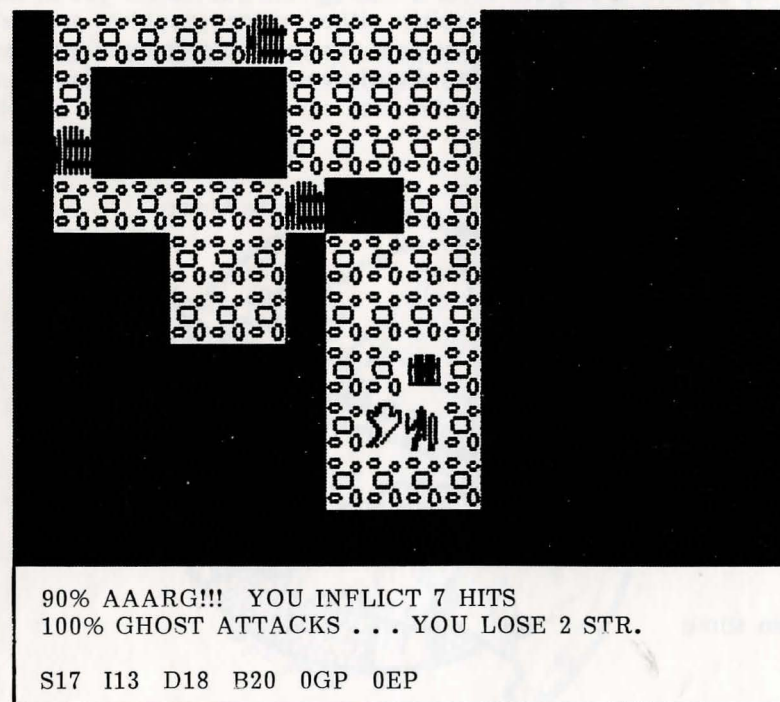
DIFFICULTY FACTOR?

The difficulty factor (DF) controls both the powers of the monsters relative to your attributes and the richness of the treasures. The higher the DF the more dangerous the monsters and the larger their treasures. Since the amount of treasure is scaled by DF, the length of the game is also. Hence, a DF 10 game will last about half as long as a DF 5 game. BENEATH APPLE MANOR has been play tested for hundreds of hours at DF 5 (average) which is a good starting point. If you get killed too often try a lower DF. For a fast and furious game, try a higher DF, but beware—the game is deceptively easy in the first few levels.

After all of the above questions have been answered, the first dungeon level is constructed. Dungeon construction involves placing rooms, corridors, doors, monsters, treasure, and magic items. The messages indicating this will flash by, usually in less than ten seconds. In BENEATH APPLE MANOR, geography and placement of monsters and treasure is randomly controlled by the computer. This means that it is almost impossible to see the same dungeon map twice. You can create new levels (by going "deeper" — discussed later) as many times as you like and always have a new complex to explore! When the dungeon construction for the level is completed you will see a screen indicating your current level of ability (e.g. SWASHBUCKLER). Press RETURN to begin playing.

THE SCREEN







During the play of BENEATH APPLE MANOR the screen might look like this:








The top (graphics) portion of the screen is a map of the dungeon level you are working on and represents your memory of the areas explored so far. When you enter a level for the first time the screen is blank (or nearly so). In the example above (shown in color mode) the fighting man with the sword is you, the monster next to him is a ghost, and there is a treasure chest in the center of the room. Entrances to the rooms are blocked by doors. The lighter, flagstoned areas are corridors and rooms while the black areas are either unexplored regions or solid rock. Just below the map is a space where important messages are printed out. At the bottom of the screen is a read-out of your current strength, intelligence, dexterity, and body (player attributes) as well as the gold you are carrying (in gold pieces, GP) and experience points (EP) you have earned for killing monsters and finding treasure. These will be discussed in detail later.

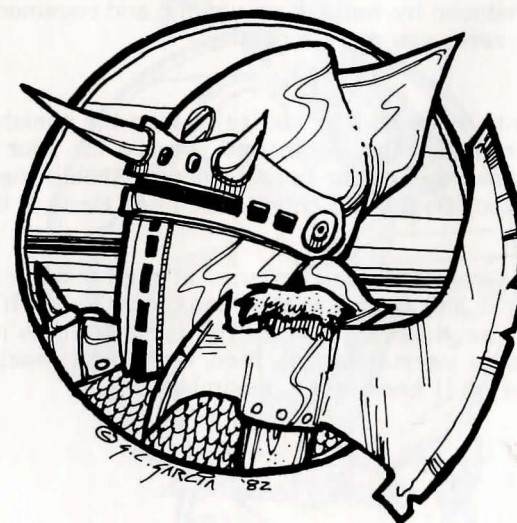
THE MAP

As you explore a dungeon level a map is constructed for you in the upper part of the screen using either color graphics or text characters. This map represents your progress. The symbols used are as follows (some images differ slightly on the Atari screen):

FEATURE	HIRES	TEXT
open space		white block
solid wall or unexplored		black
you		大
door		#
treasure chest		\$
green slime		S

FEATURE	HIRES	TEXT
ghost		G
troll		T
purple worm		W
invisible stalker	invisible	invisible
vampire		V
dragon		D

Normally, as you move along within the dungeon, you will see only those blocks of space adjacent to you (including diagonally adjacent). This is meant to represent the effect of your torch light on a surrounding area.



PLAYER ATTRIBUTES

Throughout the game your adventurer can be described by the attributes shown at the bottom of the screen. There are four basic attributes: STRENGTH, INTELLIGENCE, DEXTERITY, and BODY. At the start of the game each of these attributes is set at a maximum level of 20. As play progresses the value of each attribute moves down and up but can never drop below zero or rise above its maximum. Given below is a description of each of these attributes.

STRENGTH

Strength is used to carry gold, smash through doors, and inflict damage on opponents. Your strength is reduced with each attack during hand-to-hand combat, by hitting doors, and by damage inflicted upon you by ghosts and vampires. Normally strength points may be regained by resting. If strength drops to zero, you can't fight.

INTELLIGENCE

Intelligence points are spent when casting magic spells. There are four spells, each requiring different amounts of intelligence: ZAP, HEAL, XRAY, and TELEPORT. These will be described later. Intelligence is regained by resting.

DEXTERITY

Dexterity represents the player's speed and agility. It is used to compute the probability of hitting an opponent and your speed when moving. It is reduced by walking or running and regained by resting. If dexterity is zero, you can't move.

BODY

Your body points indicate your ability to take the punishment dished out by monsters and traps. Each time you are hit your body points are reduced to represent your taking wounds. Should they go to zero you are dead. Body points can only be regained through HEAL spells.

The current read-out of your attributes at the bottom of the screen indicates whether any are below their maximum value. If the number given is in inverse video, this means the value is at its maximum. If the number is in normal video, then resting or healing will be necessary to bring it back up to maximum.

EXPERIENCE AND GOLD

As you kill monsters and find treasures you will be awarded experience points. These points may be traded on a 10 for 1 basis to increase the maximum levels of your attributes. Thus, if you had earned 310 experience points you could increase your maximums from 20 STRENGTH, 20 INTELLIGENCE, 20 DEXTERITY, and 20 BODY to 35 STRENGTH, 20 INTELLIGENCE, 35 DEXTERITY, and 21 BODY, for example. In other words, you would have 31 points (310/10) to distribute between your four attributes in any way you desire.

As you obtain gold from treasure chests you may use it to purchase better weapons and armor or get a "brain scan". Although you get an experience point for each gold piece you take out of the dungeon, the two quantities are independent. You may spend your gold on a new sword and still use the experience points it represented to build up your attributes. Better weapons produce increased damage when you hit an opponent. Armor decreases your opponents' likelihood of hitting you. Brain scans are "insurance policies" you can "take out" against the possibility of dying. (See REINCARNATION)



THE MAIN STAIRCASE

Each time you begin a new level, make a mental note of the square on which you began. This is the main staircase to the surface. You must return to this square to trade the experience points you earn for attribute points, spend gold, or go to a deeper level. When you move onto this space (at normal speed) you are given the option of temporarily leaving the dungeon. If you exit, all of your attributes are raised to their maximum and you are given the following options:

- TRADE** - Allows you to trade experience points for attribute points (10 for 1). Enter the number of attribute points to be added to STRENGTH, INTELLIGENCE, DEXTERITY, and BODY. Enter 0 if no addition to that attribute is desired.
- WEAPON** - Allows you to purchase a weapon with your gold. Available weapons are handaxe and sword (numbered 1 and 2). You are assumed to begin the game with a dagger (0). If you decide against making a purchase, enter 0 here.
- ARMOR** - Allows you to purchase leather, chain mail, or plate armor (1, 2, or 3). You start with none (0).
- SCAN** - Checkpoints your status at present (for a price), allowing reincarnation to the last such "brain scan" should you die during the game. The game is saved to disk after scanning.
- DEEPER** - Builds a new, deeper (more difficult), dungeon level for you once you have cleaned out the current one. Of course, you may go deeper at any time if you are in a hurry.
- RETURN** - Returns you to the current dungeon level at the staircase square. If a monster is occupying the square, you will be teleported (for free) to a random non-occupied square on the same level.

Note that unless you can get the gold you find back to the main staircase you are not awarded any experience for it.



REINCARNATION

By proper use of the SCAN option, you can give yourself the ability to reincarnate. This saves a slain adventurer the necessity of starting all over at the beginning. In BENEATH APPLE MANOR, you always get another chance. If you want to keep track of the number of times you are killed, fine, but that's up to you.

If you use the SCAN option, then when a wandering dragon appears and chews your head off, or any other fatal catastrophe occurs, you will be reincarnated. You will be removed from the dungeon, your attributes will be set to what they were at your last brain scan, and, of course, any gold you were carrying will be dropped. You retain your weapons, armor, and magic items, however. If your last scan was several levels ago, you might consider going "deeper" (in this case not as deep as when you were killed) to find a level more commensurate with your new-old capabilities (levels are always generated to match the average of your **current** attributes).

Note that after reincarnation it is a good idea to SCAN again soon, because reincarnation reduces a scan by 10% each time it is used. Thus, if you keep dying without any new scans you will eventually have **no** attribute points and then you really **are** dead!

SAVING THE GAME

Playing BENEATH APPLE MANOR can take a long time. Fortunately, the status of your game is saved each time you purchase a brain scan, allowing you to play again tomorrow or some other time, starting where you were following that last brain scan. (If you could save the game at any time, you'd never buy a brain scan — would you?) After scanning your character, you will be asked to enter a game number. You may choose any number between 0 and 15, allowing you to have up to sixteen independent "checkpoints" or maintain several concurrent games. When you boot BENEATH APPLE MANOR again at another time, you can recall the saved game by replying to the RESTORE PREVIOUS GAME? question with a YES and then entering the appropriate game number. Obviously, it is best to end a session immediately after a brain scan to avoid losing ground.



MONSTERS

You will encounter seven basic types of monsters while playing BENEATH APPLE MANOR. Each type of monster differs in its capabilities and the difficulty of each individual monster varies within a given monster type. For example, in general a troll is more dangerous than a green slime. However, a troll on the first dungeon level may have lower overall attributes than one on the third level or even a slime on deeper levels. As a rule, monsters on any given level are matched to the player's capabilities at the time he began that level. On the first levels, also, easier types of monsters (like slimes and ghosts) will be found, but very few difficult monsters (like dragons.)

Monsters can appear either as pre-placed "room guardians" or at random times as "wandering monsters". Thus, the player must keep his attributes as high as possible at all times because he never knows when a wandering monster will "tap him on the shoulder".

Unless awakened by a noise or approached, monsters do not move or initiate combat. Once alerted, however, they move toward the adventurer and attack him until they run out of strength or they die. Wandering monsters appear out of thin air next to you and are assumed to be initially alerted.

GREEN SLIMES

Slimes are the least dangerous of all the monsters as they inflict minimal damage when they hit you. They are easily hit but can take a lot of damage. Their real danger is in their ability to occasionally damage your armor (reduce plate to chain, chain to leather, etc.) Slimes have little if any treasure.

GHOSTS

Although ghosts do not usually present a threat to your life, they too have nasty abilities. When a ghost hits you it reduces your STRENGTH, not your BODY. Damage done by a ghost is to your maximum as well as current STRENGTH, and your maximum STRENGTH cannot be recovered by resting or HEALing. In this sense ghosts are experience point drains since you must spend EP's to regain maximum STRENGTH. Ghosts can only be hit by magical weapons (a magic sword or ZAP spells), and cannot be heard behind doors with a Listen command. Their treasures are usually better and more frequent than those of the slimes.

TROLLS

Trolls are tough hided creatures capable of regeneration. This means that they can HEAL themselves as you inflict damage upon them. They are harder to hit and do more damage in a single blow than do slimes or ghosts and are therefore more dangerous. They have few body points, however. Troll's treasures are better and more frequent than ghosts' or slimes'.

PURPLE WORMS

Worms are strong and tough but rather undexterous. If they manage to hit you, they can, as a rule, kill you with one or two blows. Worms have twice your BODY points on the average, so several "raids" are usually necessary to kill one. Worm treasures are very large indeed.

INVISIBLE STALKERS

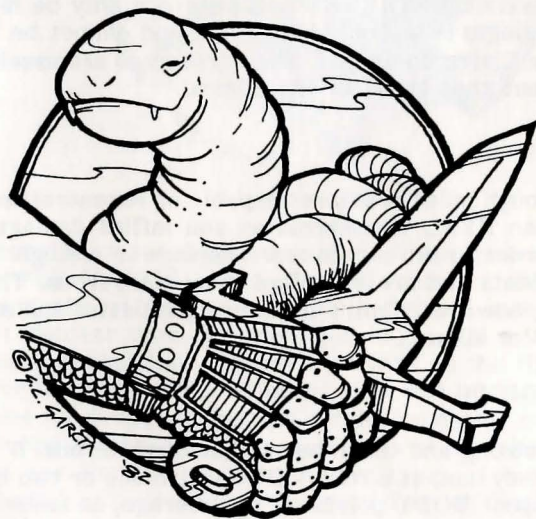
Just as the name implies, invisible stalkers are invisible! When a stalker strikes, your first task will be to guess in which direction to attack. A stalker is fairly easy to kill once you locate him. Unfortunately, if you don't locate him quickly he can hurt you badly since he has a very high dexterity. Stalker treasures are equivalent to dragon hordes in value.

VAMPIRES

A vampire is similar to a high level ghost. Unlike ghosts, vampires reduce **all** of your attributes, not just STRENGTH. Lucky for you, only the current values are reduced, not the maximums. The net result is that once you feel the icy chill of a vampire you will find it a lot harder to hit him. Vampires can only be hit with magical weapons. Their treasures are similar to those of dragons.

DRAGONS

Dragons are the most powerful of all the monsters. They have hides equivalent to magic armor, weapons like a magic sword, and twice your strength (on the average). Their only weak point is their body, which is nominally half of yours. Dragons can occasionally kill in a single blow. Their treasures are the richest and it is in such a dragon horde that you will find the golden apple.



COMMANDS DURING PLAY

There are more than 25 commands that can be invoked while playing BENEATH APPLE MANOR. This may seem like a lot, but they can be learned quickly since they are the first letters of English words or phrases describing what you want to do. In general, you should type only a single character or number to perform a command. Don't press RETURN. Occasionally you will be asked to clarify your input. At this point multiple character input is allowed and a RETURN is required. When you are asked "WHICH DIRECTION?" you must either push the joystick in the desired direction or press one of the four keys N, S, E or W.

MOVEMENT COMMANDS

A joystick plugged into controller jack one may be used to move your adventurer up, down, right, or left. However, you may always use the keyboard if you prefer.

- N or ↑ Move North (up) on the map
- S or ↓ Move South (down)
- E or → Move East (right)
- W or ← Move West (left)
- R Run in panic from a monster. Running halves your DEXTERITY. You will be asked for a direction if more than one is possible.

DOOR BREAKING

- B Bash through an adjacent door. Doors do not always open on the first try so keep trying if one fails to open. Bashing (and Kicking) doors does make a lot of noise though, attracting monsters. Although Bash is more effective than kick, it will usually carry you past the door square, into the room beyond, with the door closed behind you!
- K Same as Bash but half as effective. Leaves you on the door square (holding the door open).

SENSORY

- L Listen at an adjacent door. If a monster lurks behind, you will hear it (Ghosts, Invisible Stalkers, and Vampires are silent!).
- I Inspect all adjacent wall squares for a secret door. Secret doors do not appear on the map until the I command is used. They then appear and function as a normal door. Inspection takes time so beware of wandering monsters!

COMBAT

A or joystick button Attack adjacent monster with your weapon. Your probability of hitting as a percentage and the damage you inflicted on the monster is given in a message, for example:

80% YOU INFLICTED 3 HITS.

Each attack drains your STRENGTH a little.

CHESTS AND GOLD

- O Open an adjacent treasure chest. If it's locked you may spring a trap so keep your attributes up! The chest may contain either gold or a magic item. Magic items are usually self-explanatory or their function becomes apparent in time. The Open command may also be used to open doors (silently!) if you have the appropriate magic item.
- D Drop excess gold. Should you become too weak (or greedy) to carry the gold you find, this command will make it possible to move by dropping your excess gold. Dropped gold is placed in a random chest somewhere in the dungeon level.

RESTING/STATUS

- 1-9 Causes you to wait (and rest) that many turns. For each turn you rest you gain additional attribute points for STRENGTH, INTELLIGENCE, and DEXTERITY up to their maximums. If a monster attacks you before the indicated number of turns is up, the resting is prematurely ended to allow you to defend yourself.
- 0 Rest as many turns as necessary to bring all attributes up to their maximums. (Note: only HEAL spells will increase the BODY attribute.)
- ? Display a list of the items you are carrying, including your weapon, armor and magic items.

SPELLS

- Z ZAP spell. Attacks the adjacent monster with a powerful lightning bolt. DEXTERITY is used to compute the probability of hitting as if you were wielding a magic sword. ZAP inflicts a random amount of damage up to one half your INTELLIGENCE. You must have enough INTELLIGENCE points to cast a maximum ZAP to use this command. Cost: as many INTELLIGENCE points as damage actually done.

- H HEAL spell. Restores a small increment of BODY points at the cost of an equal quantity of INTELLIGENCE points.
- X XRAY vision spell. Shows you all squares in a three square radius around you. Allows you to see through doors, walls, etc. Cost: initially 20 INTELLIGENCE; increases at deeper levels.
- T TELEPORT spell. Drops all gold you are carrying and sends you to a random spot in the dungeon level. Cost initially: 10 INTELLIGENCE points.

A summary of all commands may be found on the back page of this booklet.

FOR ADVANCED PLAYERS ONLY

By now you should have a pretty good idea of how BENEATH APPLE MANOR is played. If not, most questions can be answered by playing, so put this book down and try it. If you have been playing, here are some fine points which showed up during play testing:

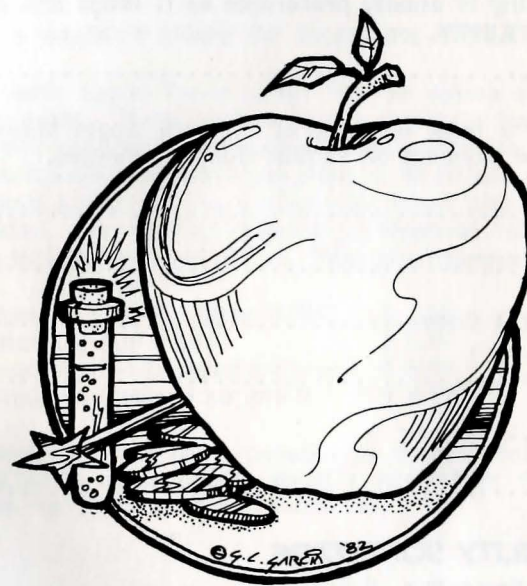
- 1 Whether you get the ZAP wand or the magic sword first determines if you will concentrate on Attacks or ZAPs as your primary offense. Having neither, Attacks are usually more reliable in terms of damage (if not in probability of hitting) and cost you less. If you are using Attacks you must concentrate on building STRENGTH and DEXTERITY. If you are using Zaps you should concentrate on INTELLIGENCE, and, to a lesser degree, DEXTERITY. Since the monsters do little damage in the earlier parts of the game, BODY can be more or less ignored (at least until trolls appear).
- 2 The safest place to rest is on a single corridor square between two doors, since no monster can occupy a door square. If no such friendly geography exists, rest **on** a door. If a monster appears to the east, step west, slamming the door in its face. When resting, alternate HEALS with the 0 command. This way your INTELLIGENCE will never be so low that you can not teleport out if a wandering monster should appear. One easy way to "rest" if you are near the main staircase is to exit the dungeon and return again. A typical first move on a new level is to Xray, step off the stair square, step back, exit the dungeon, and return. Sneaky!
- 3 Monsters are kind of dumb when it comes to getting to you. They don't know that by stepping one square away from you they might be able to get to you. An example is the classic

case of a monster moving toward you in a room with a treasure chest. If you step directly south of the chest, the monster will get "stuck" directly north of the chest. It is too dumb to realize that by stepping to one side (a bit farther away from you) it can then proceed south and get you. You can make use of this by always opening a chest on the opposite side from the monster and then resting there for at least five turns (until the monster goes back to sleep) before moving away.

- 4 Sometimes is it more convenient to lead a monster back to a door or even to the main staircase so that you have an escape route during the fight. Remember that monsters cannot follow you through a door.
- 5 Monsters are awakened in a three square radius centered on **you**. Remember this when opening chests. It may make sense to open the chest from the east if this would put you outside the 3 square range of a sleeping monster.
- 6 Monster attributes are created based upon a Player Factor (PF) which is computed as the average of your attributes at the time the level is constructed (untraded EP's count too). Thus, attaining the potion that doubles your strength at the end of a level puts you at a disadvantage on the next level because your PF has been forced up above your INTELLIGENCE, DEXTERITY, and BODY levels. Since magic spell costs are based on PF you should never let your INTELLIGENCE maximum get below 1/2 the average of your attributes when you go to a new level.
- 7 During the early levels, concentrate on INTELLIGENCE, DEXTERITY, and especially STRENGTH. In the median levels D becomes more important, I less so, and B can't be ignored anymore. At the deepest levels concentrate on D and B. Monsters there are harder to hit.
- 8 Your rating, given on the screen following dungeon construction, is an indicator of the kinds of monsters you will face most often on the next level:

WARRIOR = SLIMES
 HERO = GHOSTS
 SWASHBUCKLER = TROLLS
 CHAMPION = WORMS
 SUPERHERO = STALKERS/VAMPIRES/DRAGONS
 LORD = almost all STALKERS/VAMPIRES/DRAGONS

- 9 As you enter a level your first task should be to get some easy experience if possible. Stick close to the main staircase and try to steal a treasure without fighting. Since monsters are based on your PF (see point 6) at the start of the level, this will give you an edge in later combat.
- 10 Once you find the magic item on a level it is usually best to go deeper right away. Any more gold you find on the current level will make the next one tougher and you don't want to be fighting dragons until you have all the magic items you can find.
- 11 Buy a weapon before you spend gold on anything else. Don't get too armor conscious; slimes have a way of dealing with expensive plate armor. If you are trying to save money for a brain scan, remember that the cost of the scan is proportional to your attributes. Don't fight monsters unnecessarily as this will add to your EP total with no concurrent increase in GP toward that scan.
- 12 Whenever you drop gold on a level it goes to the same chest (not exactly "random" as we said before) unless the magic item for the level has been found. In the latter case the gold will appear in the chest in which the magic item was found.



- 13 No restrictions have been placed upon how deep you can go BENEATH APPLE MANOR. Under normal circumstances you should find the golden apple before your attributes average 500. If you choose to play on, ignoring the golden apple, you will eventually enter a "nether region" in which strange things start happening to the program (negative hit probabilities, etc.). An upper limit was not imposed because some players actually enjoy seeing how deep they can go before the program blows sky high! If you are one of these, play on!
- 14 Since there can only be as many monsters on a level as rooms, one school of thought is to "flood" a room with wandering monsters so they won't appear later elsewhere in the level.
- 15 Unless they stay next to you, monsters only remain "awake" or alerted for five turns. This can at times be used to advantage to lure a creature away from its treasure.
- 16 Never use so much INTELLIGENCE that you don't have an ace in the hole, TELEPORT. Establish its cost on each level and always have enough INTELLIGENCE left to do at least one. Running is usually preferable as it drops less gold and uses DEXTERITY.

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6660 Reseda Blvd., Suite 105
Reseda, CA 91335

AUTHOR'S NOTE

BENEATH APPLE MANOR was thoroughly playtested before it was released, and it is to my playtesters that I dedicate this game. They are:

Ron Reuben	Frank Wood	Mark Elliot
Vic Tolomei	Bob Male	John Duncan
Steve Worth	Mike Ravin	Doug Stones
Lou Rivas	Dave Tessman	Dave Robertson
Pete Nielsen	Alan Smallbone	Carley Worth

Special thanks also go to Bob Christiansen for helping with Atari graphics and to Stuart Smith for the use of his music routine.

If you have an interesting strategy, observation, or question about BENEATH APPLE MANOR, feel free to write to me, care of Quality Software. I would be especially interested in any claims to the record for the fastest game (finding the golden apple) or the deepest game (number of levels before self destruction sets in). Happy adventuring, and slay a dragon for me!

Don D. Worth
3/20/83

TO GET A BACKUP COPY OF BENEATH APPLE MANOR

Each Beneath Apple Manor owner has the option of purchasing **one** backup diskette. If you wish to have a duplicate copy for immediate backup, you must mail the coupon on the opposite page directly to Quality Software along with payment of \$5.00 and shipping charges. Do not mail a copy of the coupon—you must clip the coupon from this booklet. The backup diskette is identical to the original but does not include documentation. Shipping charges are as follows:

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SUMMARY OF COMMANDS

COMMAND MEANING

COST

N*or ↑	North	some DEXTERITY and one or two turns
S*or ↓	South	some DEXTERITY and one or two turns
E*or →	East	some DEXTERITY and one or two turns
W*or ←	West	some DEXTERITY and one or two turns
R*	Run in Panic	half DEXTERITY and one turn
B*	Bash in Door	some STRENGTH and one turn
K*	Kick in Door	some STRENGTH and one turn
O	Open Door	no cost
L	Listen at door	no cost
I	Inspect for secret doors	three turns
A*	Attack monster	some STRENGTH and one turn
O*	Open chest	one turn (BODY damage if trapped)
D	Drop gold	gold only
1-9	Wait # turns	# turns
0	Wait until rested	0 or more turns
?	Display status	no cost
Z*	Zap monster	up to 1/2 INTELLIGENCE and one turn
H	Heal spell	1/10 INTELLIGENCE and one turn
X	Xray vision spell	1/4 INTELLIGENCE + 15 and 3 turns
T*	Teleport spell	gold, 1/4 INTELLIGENCE + 5 & one turn

A joystick plugged into controller jack 1 can also be used for player movement and the attack (A) command.

* starred commands can or do make noise which attracts monsters within a 3 square radius.



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(213) 344-6599